



THIRD PARTY PRODUCT EVALUATION

Lego Rock Raiders
Lego Media/Data Design Interactive

2/8/00
Rev: 1/27/00

**Please contact your account manager to arrange another review date prior to final QA submission.
A response regarding these issues is appreciated within two weeks of receipt.**

The primary focus of previous evaluations of Rock Raiders has been that of poor level design. Levels in older revisions of the title were extremely frustrating due to poor layouts, lack of activities and imposed time limits that had no meaning for the context of the game. The current rev has addressed this concern significantly

Technical

Consulting with SCEA's developer support is encouraged. 650-655-8181.

- Load times are extremely long and should be optimized where possible. In addition to long load times the player is forced to endure two separate load times per level at the mission select and mission briefing screen. The information provided to the player in both load sequences is nearly identical. If possible one of the load sequences should be eliminated.
- This has been changed with the Puzzle game while loading
- The HUD display is cut-off at the edge of the screen. The player can only see half of the collectable items, and the character energy meter is hardly visible at all. A safe region, smaller than the actual screen dimensions should be used for all text and important gameplay information. Refer to the Technical Requirements for further information.
- This has been corrected.

Gameplay

Control should remain screen relative whether in a vehicle or on foot. Pressing the d-pad or analog stick up moves the character up, down moves the character down and left and right moves the character left and right. Currently, once a character enters a vehicle, movement direction becomes relative to the front of the vehicle. While this control difference may not bother experienced gamers, younger players might find the inconsistency frustrating.

- Previously from Lego testing this method was decided to work best. The vehicles can move in any direction, so we can not limit them to move the same way as the mini-figures, who only move up down left or right. Several of the vehicles are extremely small and it is difficult to determine in which direction they are facing. The addition of a smoke trail with these vehicles would be beneficial.
- Are LEGO alright with smoke form the vehicles?
- Presently if a player is to use dynamite in the wrong location they may be unable to finish the level for a "Silver" or "Gold" win. It is appropriate for a player to be penalized for using the dynamite in the wrong location, however, they should not be prevented from collecting all the items in that level. To alleviate this issue the dynamite should regenerate after a given amount of time if misused.
- This is now in the game.
- There are some Blue Crystals in some of the "Training Missions" that seem to have no purpose.
- These were jump power-ups, they have now been removed from the game.

Presentation

- In the upper right-hand corner of the HUD there are icons representing the number of items that have been collected. Presenting these values as a ratio provides more information to the player as to what is available in the level without requiring the player to pull up the "Mission Briefing" menu. In addition,

icons remain on the HUD that may not pertain to that particular mission. For example, missions that have no Lego Men to rescue still show a Lego Man icon. This could confuse some players.

- This was considered, but a % takes up more space and it was thought to be too obtrusive.
- The radar/map indicator could be improved by actually showing rock formations and passages as the player uncovers the map. Adding more distinct landmarks is also suggested.
- Due to the variable shape of the levels, we don't have enough polygons available to display a map. More landmarks can be added from objects added to the levels, and the terrain can be deformed to make it more unique and recognisable.
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- Currently Bandit's swimming animation looks no different from his walking animation. While swimming Bandit should at least appear horizontal.
- We are changing the swim graphic.
- Jet's extra jumping capability is not conveyed as strong as it could be. It is recommended that a smoke like trailer be applied to the jumping animation.

| A trail has already been added (firey flames from the jet pack)

- The watch/time icon should be to the right of the displayed time on the Mission Objective screens to be consistent with the rest of the display.

| This could be easily changed.

- Where possible, Mission Objective screens should show all mission objectives along with the type of medal, as opposed to having the player having to scroll the medal off screen to see the full list.

| We will have a look at this now that the language is fixed and the mission briefs are shorter.

- Level specific loading screens depicting some of the action to be found in that particular level would enhance the player's anticipation.

| The puzzle now replaces the loading screen

- During the game the depiction of the vehicle to be created is not always representative of the vehicle that is actually constructed.

| It is taken from the same rendered model!!!

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